

SEGA™



PANZER DRACOOON™

SEGA SATURN™

81009





WARNINGS

READ BEFORE USING YOUR SEGA SATURN

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphone and speakers.

This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- ☐ The Sega compact disc is intended for use exclusively on the Sega Saturn.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

FOR GAME PLAY HELP, CALL 1-415-591-PLAY

For More Information, Visit Sega's Internet Sites at:

web site:

<http://www.segaoa.com>

ftp site:

[ftp.segaoa.com](ftp://segaoa.com)

email:

webmaster@segaoa.com

CompuServe:

GO SEGA

For the latest news on SEGA SATURN, please call 1-800-SEE-SATURN.

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342



Starting Up: Using The Sega Saturn

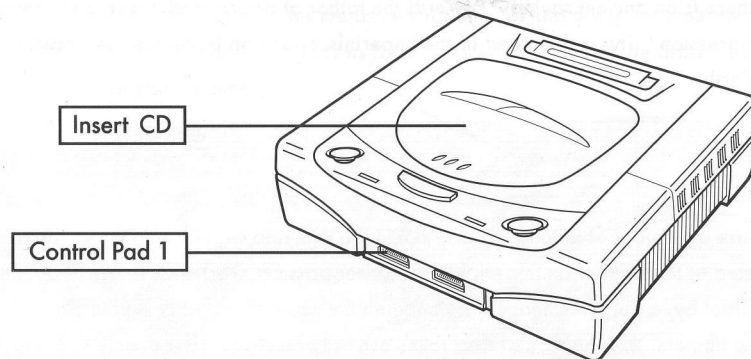
1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1.

Note: *Panzer Dragoon* is a one player game.

2. Place the *Panzer Dragoon* disc, label side up, in the well of the CD tray, lock into position and close the lid.
3. Turn on the Sega Saturn and the TV or monitor. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console and then press the Reset Button after the Sega Saturn logo sequence plays, to display the on-screen Control panel.

Important: Your Sega Saturn CD contains a security code which allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

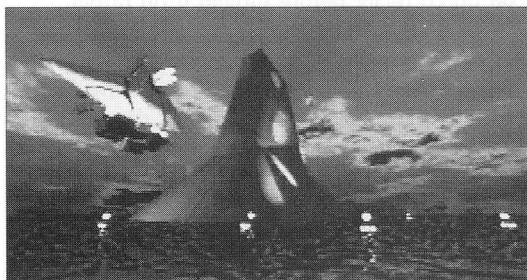
Sega Saturn System



For Game Play Assistance, call 1-415-591-PLAY.

THE SKY RIDER FALLS...

Thousands of years have passed since a once thriving human civilization perished in the dust. Mankind has nearly been destroyed by its own bio-weapons. These genetically altered creatures turned against their masters, and as a result, the human race was pushed to the brink of extinction.



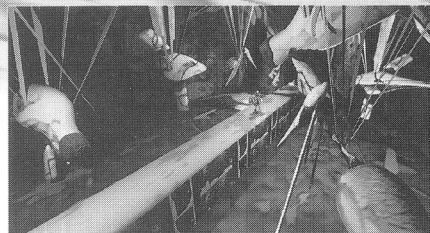
A tribe of humans known as the "Imperials" recently discovered an ancient tower, a tower that houses an arsenal of devastatingly powerful ancient weapons. The weapons discovered in the tower were used by

the Imperials to hunt and destroy the dangerous creatures roaming across the Earth. Many believed that the human race would rise again, rebuild their lives and live in peace... safe from the bio-weapons of the Ancient Time.



But there is an ancient saying: "Power is the father of desire, and desire is the father of aggression." This is the creed of the Imperials, sworn on being the new masters of the Earth.

You are a member of a hunting party out in the vast and arid Great Plains. You are puzzled at the sight of an Imperial Battlecruiser passing overhead. As you watch the ship float by, a Burrower leaps from beneath the ground and attacks one of your fellow hunters. Your hunting instinct takes over as you chase after it, only to find yourself in an untravelled canyon.



At the end of it is the entrance to a strange, abandoned storehouse. In it, you find more than your quarry. You are surprised by the sight of two dragons engaged in a spectacular air-battle... right above you.



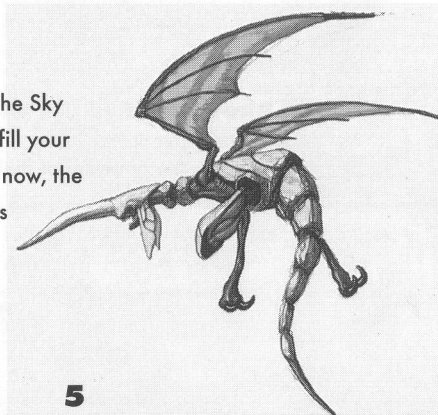
The rider of the armored blue dragon is fatally wounded by a powerful laser blast through his chest. The blue dragon and its rider land before you. The Sky Rider stretches out his hand to you, a desperate gesture for help. As your hand touches his, the Sky Rider's mind and yours become one. In his final thoughts you see the tower that is under control of the Imperials. They have discovered the true use of the tower—the most powerful weapon ever created. With this and the Dark Dragon (a bio-weapon created by the tower), The Imperials will be unstoppable!

The Sky Rider speaks his final words, "Don't... let the Dark Dragon return to the tower... if that happens, the horror of the Ancient Time..."



The Sky Rider falls at your feet, his life force spiraling off into the great unknown. The dragon lets out a piercing cry for its fallen master. You look at the dragon, and it looks back at you... waiting.

A few moments later, armed with the Sky Rider's weapon, you choose to fulfill your destiny—to fight and triumph! And now, the fate of the world rests on the wings of an armored blue dragon....



CONTROL PAD FUNCTIONS

Right Shift Button

Changes flight view in 90° increments to the right

Left Shift Button

Changes flight view in 90° increments to the left

Button X

Changes flight perspective to **STANDARD**, a medium range view of yourself and the dragon.

Button Y

Changes flight perspective to **DYNAMIC**, an ultra-close view of yourself and the dragon.

Button Z

Changes flight perspective to **LONG RANGE**, a view of yourself and the dragon from a distance.

Button A

Makes selections in the Option Mode
Fires weapons (press and hold to lock onto targets)

Button B

Cancels selections in the Option Mode
Fires weapons (press and hold to lock onto targets)

Button C

Makes selections in the Option Mode
Fires weapons (press and hold to lock onto targets)

Start Button (Start)

Opens Title screen
Pauses game/Resumes game when paused

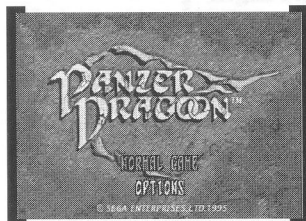
Directional Pad (D-Pad)

Controls the cursor in the Option Mode
Controls the direction of flight and your weapon sights

Note: These are the default settings. Button functions can be changed in the Option Mode (See page 8).

PREFLIGHT OPTIONS

After you turn on your Sega Saturn the Sega logo appears, followed by the story of Panzer Dragoon. Press Start.



The Title screen displays **GAME** and **OPTION**. Highlight **OPTION** and press Start, or Button A or C to enter the Option Mode, or press the D-Pad left or right to change the game level (**EASY**, **NORMAL** and **HARD**) and press Start to begin the battle.

Option Mode

Press the D-Pad up or down to place the cursor next to an option, and left or right to change the option setting. The name of the button used to select the option is displayed at the bottom of the screen. Press Start at any time to return to the Title screen.

OPTION	SETTING	ACTION
<u>UP/DOWN</u>	NORMAL/REVERSE	NORMAL follows D-Pad direction, REVERSE is for airplane joystick style movement (pressing the D-Pad down moves the sights up).

CONTROLLER SETTING

Button	Functions
• A	SHOT
• B	SHOT
• C	SHOT
• X	V. MODE 1 (STANDARD)
• Y	V. MODE 2 (DYNAMIC)
• Z	V. MODE 3 (LONG)
• L	VIEW CHANGE (LEFT)
• R	VIEW CHANGE (RIGHT)
SETTING RESET	DEFAULT (as listed)

<u>SOUND MODE</u>	STEREO/MONO	Set to STEREO for two channel sound, MONO if you don't have stereo capability.
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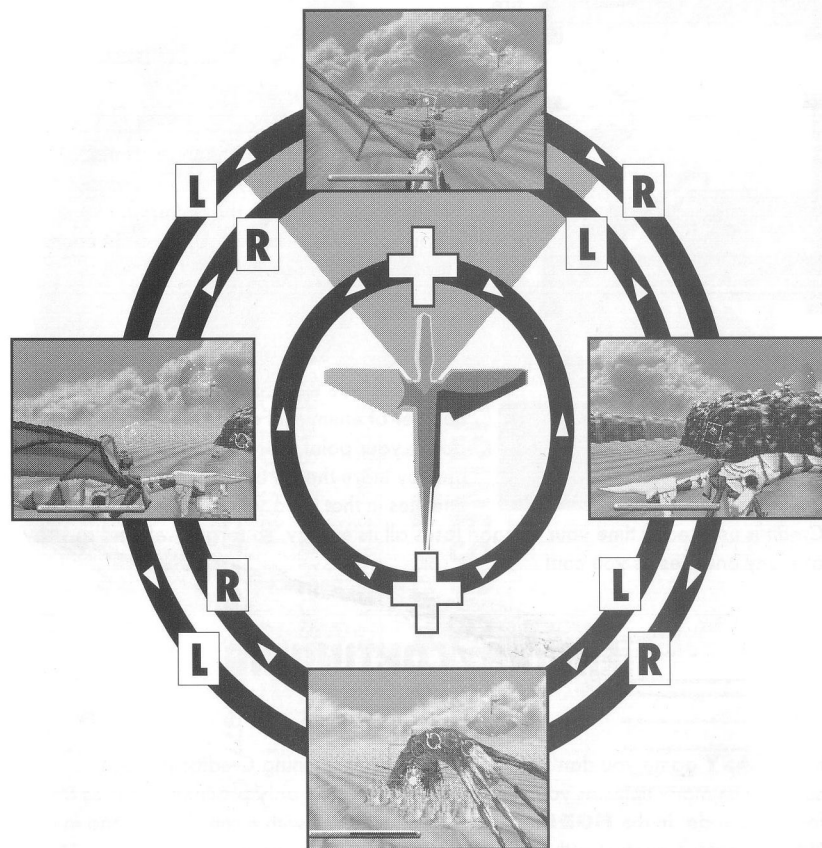
<u>SOUND BALANCE</u>	BGM>NORMAL>SE	During Gameplay, BGM boosts the music track, NORMAL gives a music/sound effect balance, and SE emphasizes the sound effects.
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<u>MUSIC</u>	(Music Title)	Listen to any of the sound tracks used in Panzer Dragoon.
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FLIGHTVIEW

Press the D-Pad left or right to change the Dragon's direction.

Press the Left and Right Shift Buttons to change the Flightview.

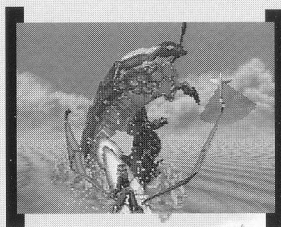


Indicates use of the Left and Right Shift Buttons

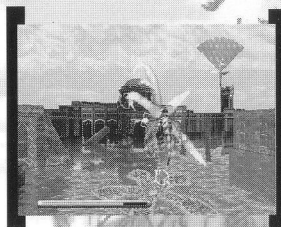


Indicates use of D-Pad

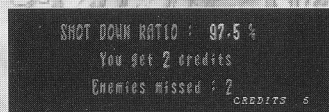
TARGETING AND SCORING



The laser given to you by the Sky Rider is a relic of the Ancient Time, a powerful weapon... when in capable hands. To use the laser, use the D-Pad to aim at a target (the target should appear inside the rotating box sights) and press Button A, B or C to fire.



To fire the Homing Laser, press and hold Button A, B or C and aim the sights at an enemy/enemies with the D-Pad. When a set of blue crosshairs appears on the target or targets, release the button, and the Homing Laser beam is released. Up to eight enemies can be targeted at the same time.



Each area you fly through contains a certain number of enemies. For each enemy you down, your point score increases. If you destroy more than a certain percent of all enemies in that area you receive a Credit. One

Credit is used each time your Dragon loses all its energy, so target well and destroy as many enemies as you can!

ENDING/CONTINUING

In the **EASY** game you don't need to worry about gaining Credits: you can continue as many times as you like. However, you may only proceed as far as the fourth Episode. In the **NORMAL** game, you start out with three Credits, and in the **HARD** game, you start with zero Credits (the enemy hits a lot harder, too...).

Your Dragon runs out of energy when it takes too much damage from enemies. You can tell how much damage your Dragon has taken by looking at the blue Energy bar at the lower left side of the battle screen. When your Dragon runs out of energy and you have Credits remaining, the Continue screen appears. Select **YES** to continue the game (from the start of the last Episode you were in) or **NO** to exit to the Title screen. If you have no Credits left, **GAME OVER** appears on screen, followed by the Sega logo and the Story intros.



LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90 day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at this number: 1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number: 1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Customer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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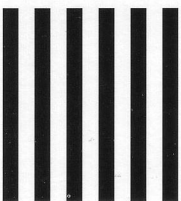
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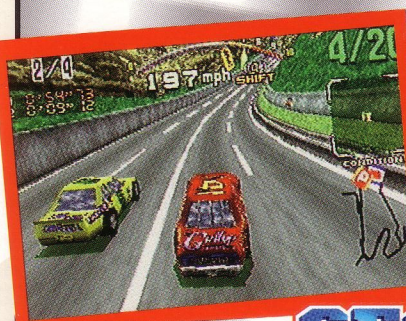
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SPORTS



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